EXAMINER'S COPY

FIG. 1

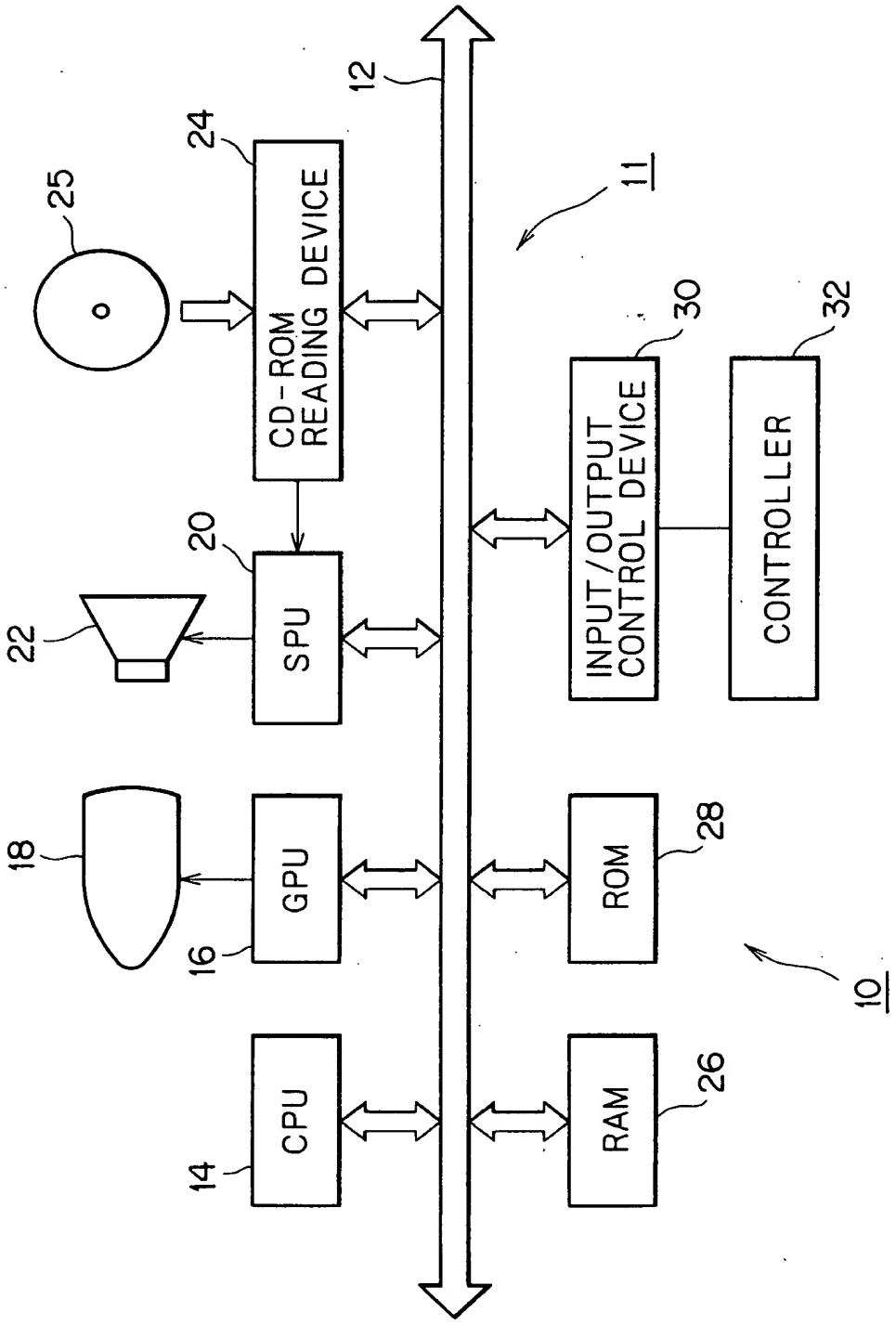

FIG. 2

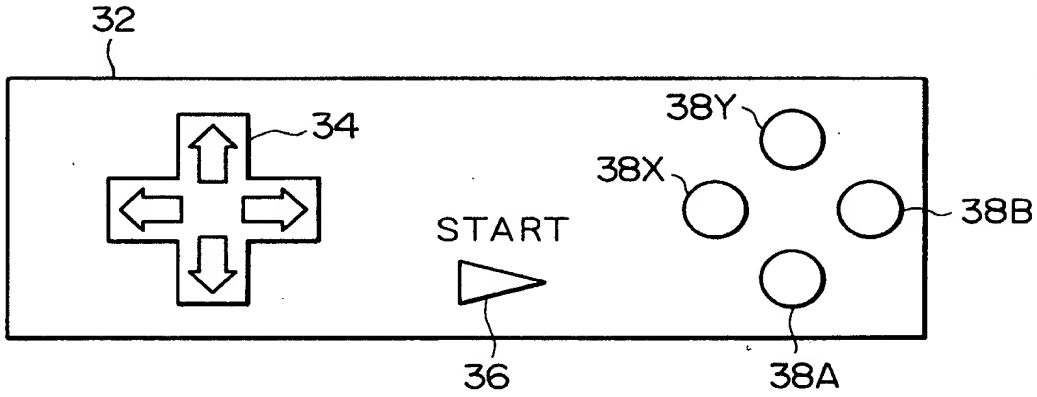

FIG. 3

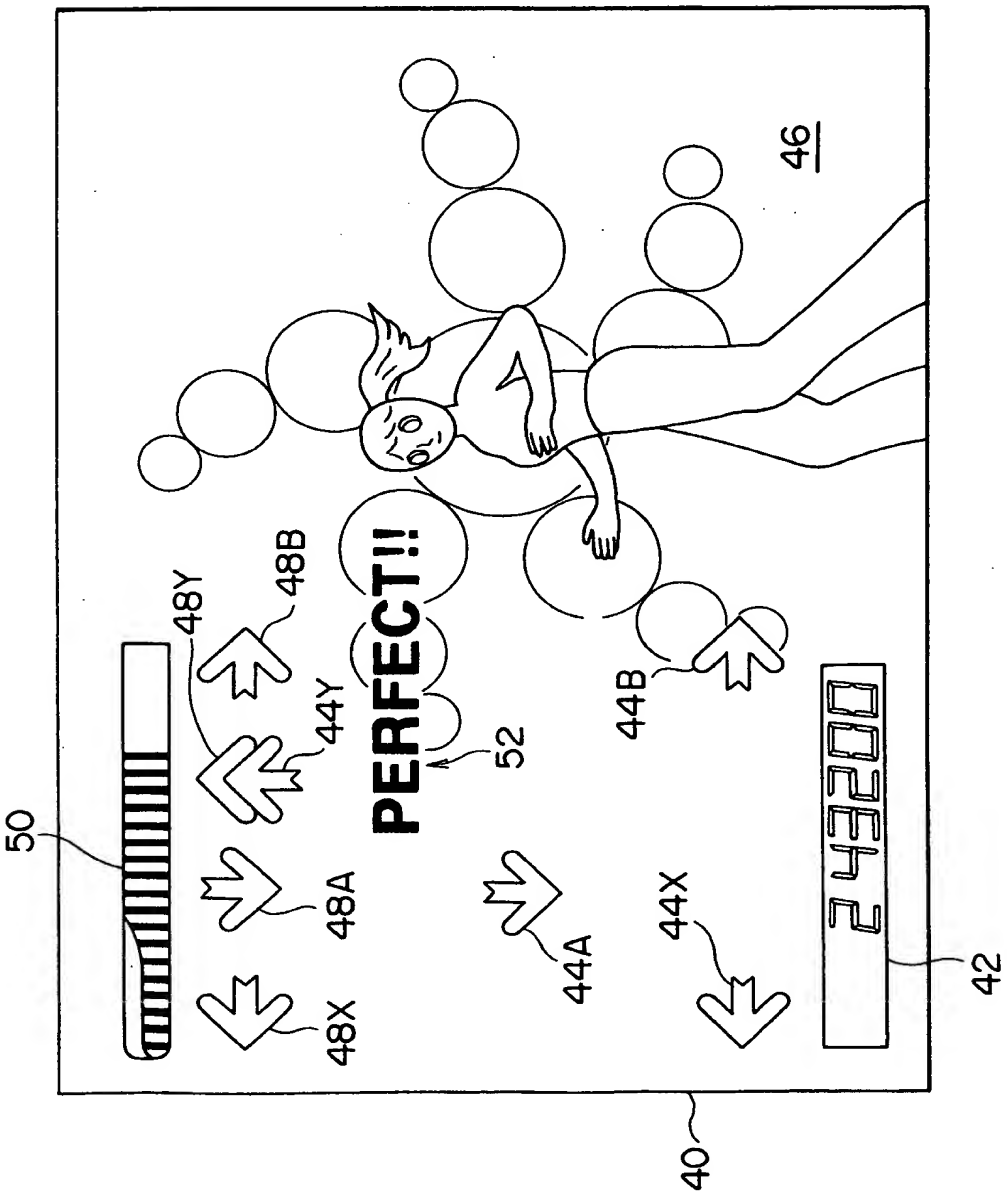

FIG. 4

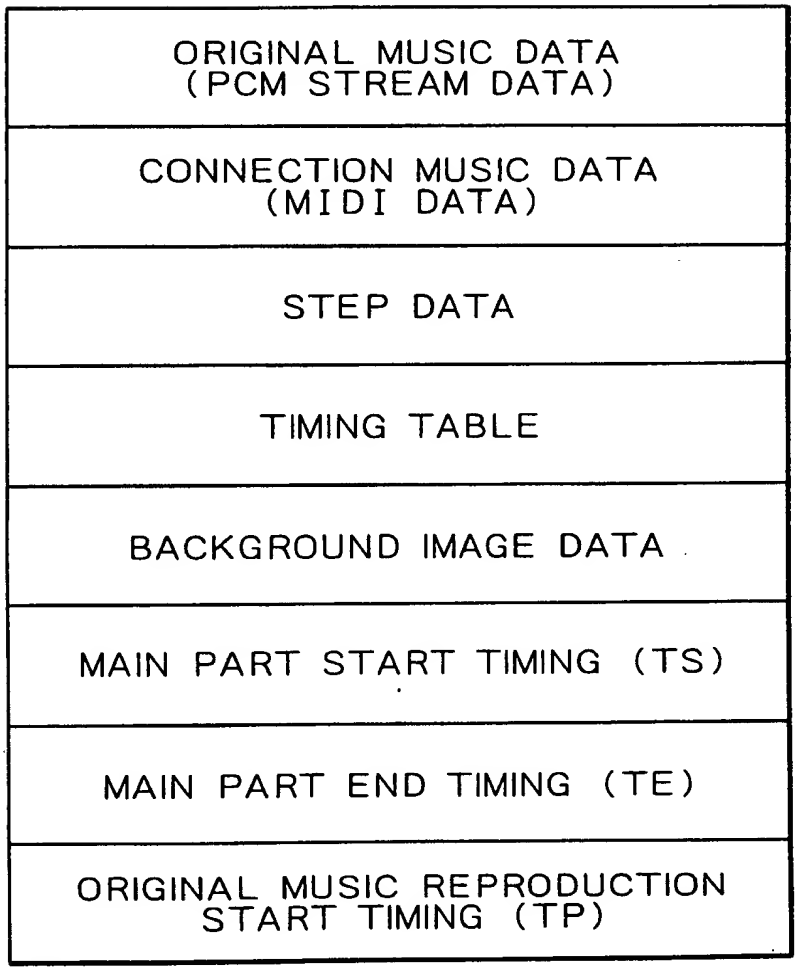
ORIGINAL MUSIC DATA (PCM STREAM DATA)
CONNECTION MUSIC DATA (MIDI DATA)
STEP DATA
TIMING TABLE
BACKGROUND IMAGE DATA
MAIN PART START TIMING (TS)
MAIN PART END TIMING (TE)
ORIGINAL MUSIC REPRODUCTION START TIMING (TP)

FIG. 5

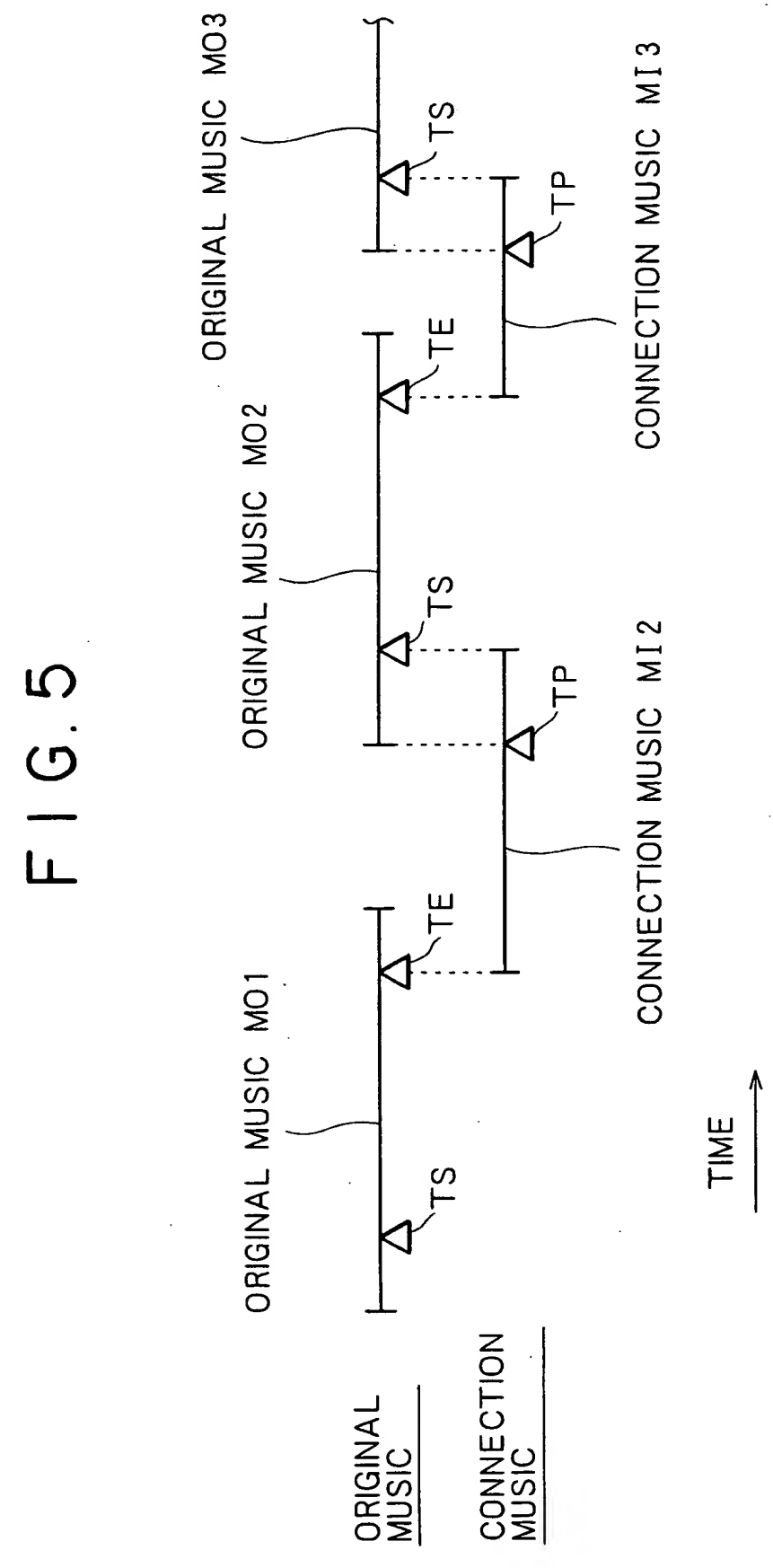

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FIG. 6

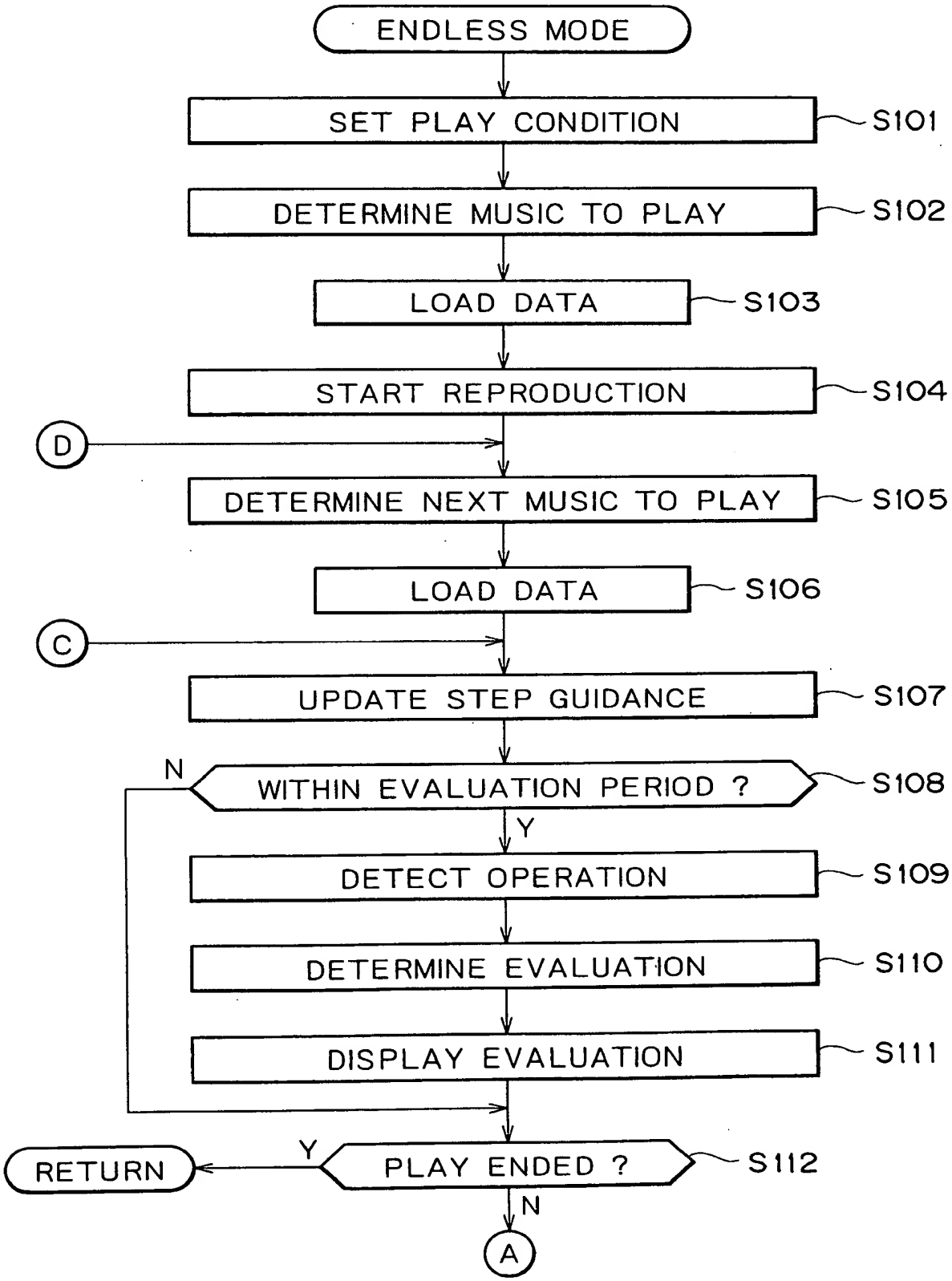

ENDLESS MODE
SET PLAY CONDITION
S101
DETERMINE MUSIC TO PLAY
S102
LOAD DATA
S103
START REPRODUCTION
S104
D
DETERMINE NEXT MUSIC TO PLAY
S105
LOAD DATA
S106
C
UPDATE STEP GUIDANCE
S107
N
WITHIN EVALUATION PERIOD ?
S108
Y
DETECT OPERATION
S109
DETERMINE EVALUATION
S110
DISPLAY EVALUATION
S111
RETURN
Y
PLAY ENDED ?
S112
N
A

FIG. 7

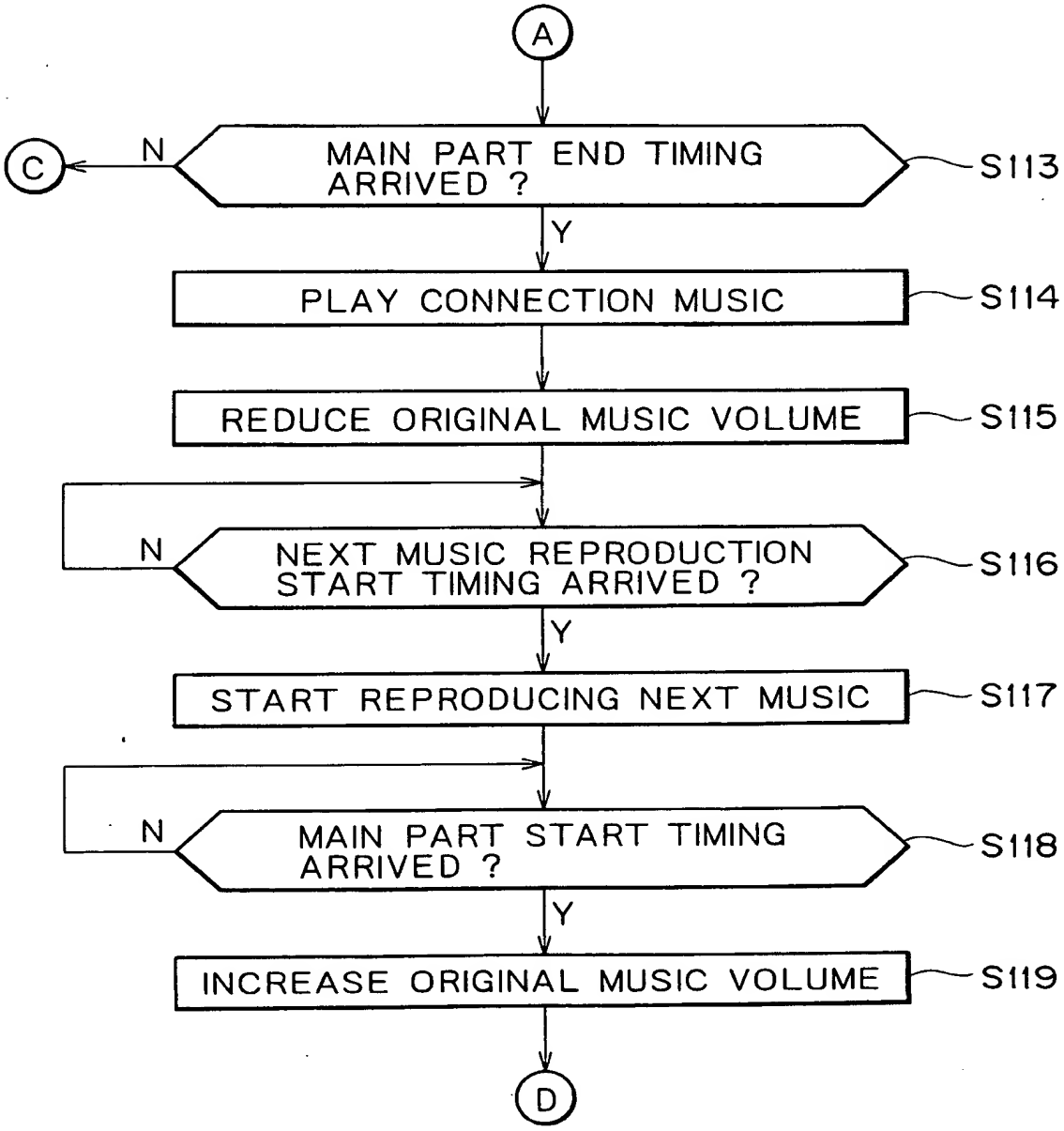
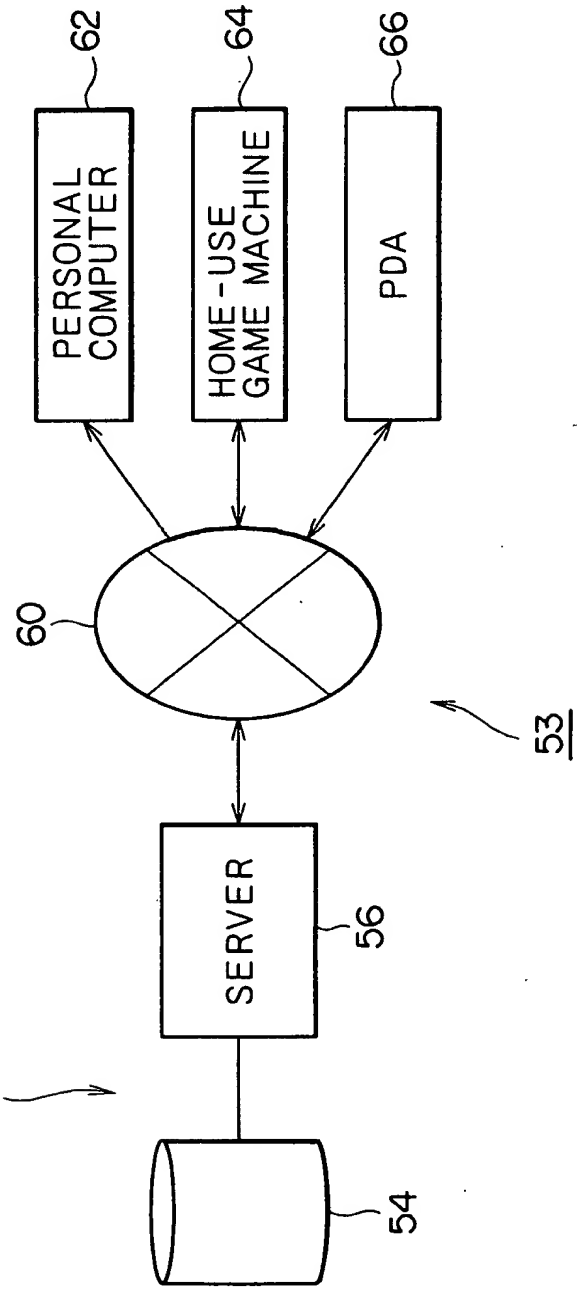

A
C
N
MAIN PART END TIMING ARRIVED ?
S113
Y
PLAY CONNECTION MUSIC
S114
REDUCE ORIGINAL MUSIC VOLUME
S115
N
NEXT MUSIC REPRODUCTION START TIMING ARRIVED ?
S116
Y
START REPRODUCING NEXT MUSIC
S117
N
MAIN PART START TIMING ARRIVED ?
S118
Y
INCREASE ORIGINAL MUSIC VOLUME
S119
D

FIG. 8


62
64
66
PERSONAL COMPUTER
HOME-USE GAME MACHINE
PDA
60
53
SERVER
56
58
54